JAVA.IO.FILEDESCRIPTOR CLASS

Introduction

The **java.util.FileDescriptor** class instances serve as an opaque handle to the underlying machine-specific structure representing an open file, an open socket, or another source or sink of bytes.Following are the important points about FileDescriptor:

- The main practical use for a file descriptor is to create a *FileInputStream* or *FileOutputStream* to contain it.

- Applications should not create their own file descriptors.

Class declaration

Following is the declaration for **java.util.FileDescriptor** class:

```
public final class FileDescriptor
    extends Object
```

Field

Following are the fields for **java.util.FileDescriptor** class:

- **static FileDescriptor err** -- This is the handle to the standard error stream.

- **static FileDescriptor in** -- This is the handle to the standard input stream.

- **static FileDescriptor out** -- This is the handle to the standard output stream.

Class constructors

S.N.	Constructor & Description
1	**FileDescriptor()** This method constructs an (invalid) FileDescriptor object.

Class methods

S.N.	Method & Description
1	void sync() This method force all system buffers to synchronize with the underlying device.
1	boolean valid() This method tests if this file descriptor object is valid..

Methods inherited

This class inherits methods from the following classes:

- java.util.Object